What is Claim is:

1. A method for controlling diffusive game, comprising: a diffusive space, being comprised of a plurality of regions divided into valid regions and invalid regions, and a game being played on said valid regions; a plurality of variables, for being put into said regions and producing an action in said region; wherein the variable having an internal value, so that each variable having its different mode according to said internal value; a diffusive data processing unit for performing a relational operation on the internal values of the variables of said diffusive space and said regions, and also producing diffusive operations; and said method for controlling diffusive game setting one of said diffusive spaces as the triggering region, and a specific action of said variable as the triggering action; thereby if a player driving said variable to produce a triggering action, then said diffusive data processing unit using said triggering region as the starting point to diffusive to each adjacent areas in the diffusive direction , and completing the diffusion and relational operation of each variable.

2. The method for controlling diffusive game of claim 1, wherein said relational operation is one selected from the group of "Exclusive OR" Relation.

3. The method for controlling diffusive game of claim 1, wherein said diffusive directions comprises horizontal, vertical, and diagonal directions.

4. The method for controlling diffusive game of claim 3, wherein said internal value of said variable is converted into a complete value after said relational

operation of said variable in the regions is completed, and then said diffusive data processing unit uses said complete value as the diffusion value to diffuse in the diffusive direction towards the adjacent regions.

5. The method for controlling diffusive game of claim 3, wherein said region with no variable put in yet has a diffusion value of zero.

6. The method for controlling diffusive game of claim 3, wherein said invalid region has a diffusion value of zero.

7. The method for controlling diffusive game of claim 1, wherein said valid region is capable of restricting the number of triggering the diffusion.

8. The method for controlling diffusive game of claim 1, wherein said valid region is capable of restricting the distance of the diffusion.

9. The method for controlling diffusive game of claim 1, wherein said valid region is capable of restricting the action produced by said variables.

10. The method for controlling diffusive game of claim 1, wherein said variable comprises two modes.

11. The method for controlling diffusive game of claim 10, wherein said variable is capable of changing the color of display to distinguish different modes.

12. The method for controlling diffusive game of claim 10, wherein said variable is capable of changing the pattern of display to distinguish different modes.

13. The method for controlling diffusive game of claim 10, wherein said

variable is capable of changing the text of display to distinguish different modes.

14. The method for controlling diffusive game of claim 1, wherein said diffusive space is a two-dimensional plane.

15. The method for controlling diffusive game of claim 14, wherein said variable in said diffusive space comprises the actions of put-in, take-out, move, and stack.

16. The method for controlling diffusive game of claim 1, wherein said diffusive space is a three-dimensional space.

17. The method for controlling diffusive game of claim 16, wherein said diffusive directions comprise horizontal, vertical, diagonal, and deep longitudinal directions.

18. The method for controlling diffusive game of claim 16, wherein said variable in said diffusive space comprises the actions of put-in, take-out, move, stack, and rotate.

19. The method for controlling diffusive game of claim 16, further comprising a variable composed of a plurality of adjacent variables.